KEEPING PACE

PITTSBURGH ATARI COMPUTER ENTHUSIASTS

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NOTICE

Keeping PACE is the official publication of the Pittsburgh Atari Computer Enthusiasts. If you enjoy Keeping PACE and would like to receive it regularly you must do one of two things:

1) Become a dues paying member by filling out the form in back of this issue and by sending a check or money order to PACE at the address on the form in the amount of $20.00 (per yr./family). Membership is open to individuals and families who are interested in using or programming Atari personal computers. Membership includes the subscription to this monthly newsletter, access to the club's disk library and to all club functions and discounts.

2) If you are an Atari User Group you will continue to receive Keeping PACE if we receive your newsletter on an exchange basis at the address on the form. Also we are interested in exchanging Disk Libraries of PUBLIC DOMAIN PROGRAMS.

NEWSLETTER ARTICLES:

Please submit all articles on disk to any of the PACE Officers. Articles may also be uploaded directly to the Editor (412)-941-4107 or the P.A.C.E. Bulletin Board (412) 963-1355.

PACE accepts articles for publication in a variety of formats. Articles may be submitted anytime but will probably not make that month's newsletter if submitted less than two weeks before the regular meeting date. Text files on single sided ST disk and uploads to the PACE BBS are the preferred means of submission.

Due to limitations placed on the use of the meeting room, any retailer wishing to sell products at a P.A.C.E. meeting must register with the President or Vice President one month prior to the meeting. Stipulation for such sales will be explained and will be adhered to. PACE reserves the right to limit space to retailers and others at all meetings.

NEWSLETTER STAFF:

Editor . . . . . .Martha Dycus
Co-Editor. . . . . John Satriano
Asst. Editor . . . . . Drew Satriano
Graphic Artist . . . . . .Diane Molnar

PROGRAM STAFF:

Program Director . . . . . .Diane Molnar
8-Bit Librarian. . . . . Wayne Sigmund
16-Bit Librarian . . . . . Jerry Cobbs

OFFICERS

President:	Lanny Shoup Lovi Road Baden, PA 15005 (412) 869-7813
8-Bit Vice Pres:	Dave Carey 102 Washington Ave. Evans City, PA 16033 (412) 538-3646
16-Bit Vice Pres:	Rick Gierl 2405 Springwood Dr. Glenshaw, PA 15116 (412) 486-9507
Treasurer:	Joyce Thompson 330 Rolling Hills Rd. Freedom, PA 15042 (412) 728-4756
Secretary:	Debbie Ayres 344 Church Street Bridgeville, PA 15017 (412) 221-1307
Editor:	Martha L. Dycus 341 Carmell Dr. Upper St.Clair, PA 15241 (412) 941-7834
8-Bit Librarian:	Wayne Sigmund 212 Woodland Ave. Glenshaw, PA 15116 (412) 486-2734
16-Bit Librarian:	Jerry Cobbs 233 Smokeywood Dr. Swissvale, PA 15218
Sysop:	John Babson 106 Berwick Drive Pittsburgh, PA 15215 (412) 963-6180
16-Bit At Large	John Satriano 969 Edna Street Bridgeville, PA 15017 (412) 221-8933
8-Bit At Large	William Covert 2621 Tilbury Ave. Pittsburgh, PA 15217 (412) 421-6008

PRESIDENT'S REPORT
by Lanny Shoup

Hello, everyone! I have missed seeing some of you at our ST and general meetings. The PACE board has been working on several things to provide the best service possible to our members. Just keep reading to learn all the upcoming events planned.

The November SHOW has been cancelled in favor of the following:

October 24 and 25, 1987 is the weekend of the Washington, D.C. Atari show. PACE is arranging car pools to the show. Anyone interested in going, please let John Satriano know as soon as possible so he can make the necessary arrangements.

We are looking for volunteers to man tables at the Allegheny Center show that will be held the same weekend as the Washington Show. We really need members to help for this one. A lot of the officers will be at the Washington show to promote PACE for our March show. Any member that can provide equipment, and/or time, please contact Wayne Sigmund, who will be coordinating this show.

December 14, 1987, we will hold an open house for PACE. There will be demonstrations of the latest Atari software for the eight bit and ST lines. We are also setting up an area to run a Midi Maze competition. We need the assistance of our PACE members to supply ST equipment for the maze and software demos.

Our December 28, 1987 ST meeting is cancelled due to its timing with Christmas.

This meeting will be replaced with a Christmas dinner currently set for the same night, December 28, 1987, as the cancelled ST meeting. This meeting will be held at Bullshots south of Pittsburgh. Anyone interested please let John Satriano know so we can make the necessary reservations.

PACE is currently negotiating with Atari to sponsor a March 18, 19 and 20, 1988, show such as we held in November 1986. More on this subject will be detailed in later newsletters.

Anyone needing the phone number of John, Wayne, or myself can look on the page on the left under officers.

Thanks to all the board members for their help on these projects and all the members who are providing their time to make these events a special success.

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BOARD CHECK!
By John Babson

As a result of our recent disk swaps with other user groups and numerous uploads we have a Bulletin Board that has nearly all of its 20 Megs of storage filled. We are working on expanding the hard disk storage capability of the BBS but this may take a few more weeks to arrive an acceptable solution. In the meantime we have made a few modifications to the layout of the BBS primarily in the area of the File Transfer Section. There is now a separate section for the 800/XL/XE computers and for the ST. We have more Sigs (Special Interest Groups) designated which should made it easier to find the programs that interest you.

For the 800/XL/XE computers all of the AMS (Atari Music System) files are new and many came from the M.E.N.A.C.E. user group. There is also a Midi section containing Midi files for the 800/XL/XE that is new. A Sig has been added to support the various utilities that are available in public domain that are applicable to Print Shop. In addition we have the new Express terminal program that works with the XM 310 and 1030 Atari modems and also an 80 column terminal program called Omnicom. By the time you read this the new label program for the 800/XL/XE computers that reads and sorts the disk directory should be on the BBS.

For the ST we have added a Sig for Tiny and ClipArt pictures and also a Sig containing only Accessory programs (.ACC) for the ST. Also new is program called SPEAKTEX.TOS that reads aloud what you type. You may also be interested in seeing a new sound and color graphics demo called ROBBSAYS.PRG. We will keep adding new stuff to the BBS and until we can increase the storage capacity you are likely to see some shifting of older programs off the BBS to make room for some of the newer selections.

To help you use the BBS more efficiently you will find on two pages of this newsletter a listing of the files on drives C: and D: of the Bulletin Board. These are rather difficult to read and understand but from this list you can determine where the files are located and how to access them for downloading them. If you look at the listing you will find a number of filenames with an asterisk "*" next to the name. These are folders and all the file names below it are contained in the folder. For example, on the listing of files on drive C: you will see "AMS" with an asterisk next to it. All the files listed below it until you come to the next folder, ARC8, are in the AMS folder. This AMS folder contains a new listing of AMS type music programs. The next folder, ARC8, contains a series of files relating to file compaction on the 800/XL/XE machines. You will notice some filenames in this section that have a greater than sign, ">". These are located under a filename with the extender of ".ARC". The filenames marked with the ">" are the names of the files contained in the ".ARC" file above them. This way you can determine what is in the .ARC file before you download it. Finally to make it all connect with the various categories of files available for downloading, below is a listing of the Sigs (categories) and the drive they are located on and the folder they refer to. By looking at the list you can determine the files you want to download. Look at the folder they are located in and then refer to the table below to determine where they are on the BBS.

The Sigs in the 800/XL/XE section are:

File Transfer 800/XL/XE

	Drive	Folder
A. General - Text	E:	GENERAL
B. Utilities/Misc	C:	UTIL8
C. Games/Entertain.	C:	GAMES8
D. Graphics and WP	C:	GRAPH8
E. Music and Sound	C:	MUSIC8
F. Modems/Terminal	C:	TERM8
G. Turbo Basic	C:	TURBO8
H. AMS Music	C:	AMS
I. PIC Picture	C:	PIC
J. ARC/Scrunch	C:	ARC8
K. Print Shop	C:	PSHOP
L. Education	C:	LEARN
M. Midi	C:	MIDI8
N. Databases	C:	DB8

The Sigs in the ST section are:

File Transfer 520/1040 ST

	Drive	Folder
A. General - Text Files	E:	GENERAL
B. Utilities/Misc.	D:	UTIL16
C. Games	D:	GAMES16
D. GRAPHICS	D:	graph16
E. Music and Sound	D:	MUSIC16
F. GFA Basic	D:	GFA
G. Publishing Partner	C:	PP
H. EZ Tracks Music	D:	EZ
I. Music Studio	C:	MS
J. Tiny Pictures	C:	TINY
K. Accessories	E:	ACC
L. Terminals/Modems	D:	TERM16
M. Word Processing	D:	WP16

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SECRETARY'S REPORT

by Deborah Ayres

This article will cover the meetings for the last two months, August and September. The August report was not in last month's newsletter because of computer failure (mine).

The August 10th meeting was opened at 7:25 after waiting for the equipment. Since the equipment didn't arrive, this was a discussion meeting. However, there were a lot of interesting questions, and information, and hopefully the answers were just as interesting.

The first topic was the good profit and sales picture that Atari had just made public. We certainly hope that good things continue to happen in Atari.

President Shoup then led a discussion about the possibility of PACE conducting another Atari Products show, similar to the one we held last November. Dates were discussed, and general support given to the idea. Early November, or sometime early next year were the dates discussed, depending on what size of Fair we wanted, and whether or not Atari Corp. could attend. Lanny said that possible sites were being investigated, and that the board would make some kind of decision at the board meeting.

The meeting was then opened up for a question and answer session. The first question was from a BBS user who was having problem with downloading from the PACE board. Since there was no problem with the BBS itself, and no other member had similar problems, it was suggested that either a defective modem, or the wrong communication software could be the problem.

Archiving for the 8-bits was the next question, and whether the procedures for 8-bits and STs were compatible. Because of

lemory limitations, the DE-Archiving procedures for the 8-Bit machines lacked one of the four procedures. This could mean that some de-arced files would come out looking strange!

Another member said they were having problems getting a program that was downloaded from the board to run. This problem has a happy ending because it was solved.

A couple of announcements were made, including one to tell the membership of a rebate offer from Broderbund.

Since there was no computer equipment set up at the meeting, Wayne Sigmund, our Librarian asked us all to use our imaginations, and picture the library disks. Since Wayne was not at our last meeting, he had two disks-of-the-month to talk about.

The July disk consisted of:
-->"Munch," a 'Pac-man with ladders" kind of game, which is run against the clock.
-->"Outpost," a flying game.
-->"Big-Top," a 'Break-out' type of game involving two bouncing clowns, and rows of balloons under the 'Big-Top.'
-->A graphics demo called 'Commodore Kill' which I don't imagine needs much description.
-->A labeler program that uses printshop icons and changable fonts to create labels.

The August disk was a single game called "Surf's Up". This is a multi-screen action game, which is designed around obstacles and challenges found if you surf!

Computalk, an Atari based bulletin board in Texas, (817-569-2588) made a special offer to our members for free time and a special sign-up price. This is a board that can be reached via PC Pursuit.

Mark Spires then showed us two components that he uses to modify the 800 XL. He discussed the advantages and differences of the different units. He can make the modifications either with a Whiztronics RamboXL expansion, which can expand the XL to 256K, or a Newell memory expansion. Depending on the brand of modification used, the cost of this is around $50-$69.

Before the break, two programs were given to members to use and learn, so that demonstrations can be done on them. They were a speed reading program, and a spreadsheet.

After a short intermission, we discussed ideas for a membership drive. Some of the ideas expressed were: one-half price for student memberships, newspaper ad in the classified section, a flyer to be sent to the schools, a demo of what computers can do which would be presented to schools and groups, and a special offer to be presented to the mailing list of attendees from the PACE Atari show. All of these ideas will be considered.

Before we left, a request was made to get Jim Brown, the Atari Representative from Incom, to make available a list of all Atari dealers in the area, and perhaps publish that list in a future newsletter.

The meeting was adjourned at 9:50 PM.

And now for the second part of this two-month report. The September 14th meeting began at 7:20 when Lanny talked about several special offers that were made by various vendors to the members. Forms and details were available at the meeting to take advantage of these offers.

Lanny then asked if any of the members present would like to help with the Allegheny Center Mall show coming up on October 25. This is the same weekend as the Washington show, and many of the board members will be going to D.C. to attend and to man the PACE booth. A list was passed around to sign up to help at Allegheny Center. If anyone would like to help, let one of the officers know, or post a message on the Bulletin Board.

Lanny also asked if everyone would like to have a special meeting either in November or December. This meeting would probably include MIDI maze, an open house, and members bringing in their systems and favorite software. All systems would be set up around the room, and would be running software all the time. Every member would be invited, as well as the roster of people who are former members, and those who attended the Pittsburgh show.

A report of the Detroit show was given. John Babson and Jerry Cobbs went, and sold out of labels, and made a lot of disks with John's labeler program. Some board members will be attending other shows in the future, including the Boston show on October 10-11, the Washington D.C. show on October 24-25, and the Allegheny Center Mall show sponsored by the Pittburgh Area Computer Club (PACC) on October 25. If anyone would like to go along, contact a board member or leave a message on the BBS.

At 7:40, Dave Carey started the demonstrations off by introducing John Babson. John demonstrated his 8-bit labeler program which is the counterpart to his very successful labeler for the ST. He passed around labels and printout samples done on various disks. Some of the featurs of this program include the ability to print from just about any dot-matrix printer, and a section that allows you to enter printer control codes if your printer is not one of those listed. It can print the directory on just about any size label. Dimensions can either be preselected, or user defined. The

user can define 'No-show' files, how the files are sorted (alphabetically, by length, by extension), and many other variables. The program is in the 'Beta' test stage, but John has a self-imposed deadline to have it ready by the time he goes to the Boston Computer Show.

Bill Covert was the next demonstrator, with a quick demo of Speed Read +, from the Antic Catalog, and Movie Maker. Speed Read + is a 2 disk set, one for the documentation, and one for the program. It flashed words, phrases, or whole blocks on the screen, with the length of phrases, and the flash speed being set by the user at the beginging. The flash speed can also be adjusted during an exercize by either keyboard, or joystick control. Maybe something like this could help me get through all those things I would love to read, but never have the time...

Bill showed us Movie Maker next, a program he says is available from Games and Gadgets. This program will allow you to compose, record, and play your animated movies, and also has an option to 'smooth out' the animation to make it appear less jerky. This two-double-sided disk set works with shapes animated against a background. There are predrawn backgrounds, or you can create your own. Sixty-four predrawn shapes can appear in nine different sequences, with 16 pictures per sequence. Bill created a sylvan scene which he animated with a man carrying a butterfly net who was trying to capture three butterflies. Ahh, spring....

Wayne Sigmund was next, with the library disk. This month's disk was a game called 'Dandy'. This is a 26 level dungeon game during which you must search for treasure, keys, food, and hearts while trying to battle small, medium, and large monsters, as well as boars and smart bombs.

The raffle was held after the break, and Frank Magnotta won 'MegaFont 2.' A second drawing was held, in which 'Financial Asset Management' was won by Ron Schmitt.

The last item of the meeting was the continuing Basic Language Tutorial Class being conducted by Dave Carey. Dave introduced 'for-next' looping, and the advantages of subroutines. Soon we should have several more programmers within the club!

See you next month,
Peace and Long Life
Debbie Ayres

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* Agenda - Oct. 12, 1987 General Meeting *

1. Calc-Magic - a spreadsheet program
2. Library disk demonstration - Cute Labels a program that makes labels using Print Shop graphics, and any font.
3. Break
4. Raffle
5. John Babson's label program
6. Music Composer
7. Dave Carey's Basic Language Class - Back by popular demand!

* Agenda - Oct. 26, 1987 ST Meeting *

-->Spreadsheet Showdown<--
or
-->Shootout at the PACE Corral<--
or
-->Battling Templates<--

We are going to compare three popular spreadsheet programs:

VIP Professional
A-Calc-Prime - From the Antic Catalog
Swift Calc

Also, bring your favorite joystick, and come prepared to play MIDImaze. This popular group ST Game makes its players into smiley faces that have a tendency to shoot on sight! Come for the fun!

And don't forget about the Library demonstration and the raffle. See You There.

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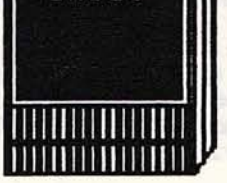

DBASIC from DTACK

review by Brian Soluska
(C.H.A.O.S.)
reprinted from
Michigan Atari Magazine
September 1987

This is a unique product with a unique marketing strategy. DTACK Grounded Inc. sent a master disk, many labels, and some manuals to the user's group, with the permission to distribute copies of the disk using the official labels. Apparently DTACK intends to make its wages from future sales of the manual - at $42.95 each, about the cost of a best selling game (although half to quarter the cost of other programming languages).

So what is DBASIC anyway? It's a super fast BASIC that doesn't support GEM or TOS. Read that sentence again, and let it sink in. Doesn't support GEM or TOS? Correct! DBASIC is its own system environment. It uses the 68000 processor and the huge memory as an empty box, for your DBA[illegible] program to use as you will. No VDI or [illegible] between DBASIC and the system.

At this point, I have to say that people will either love or hate DBASIC very quickly. People judge languages based on

heir own frame of reference and goals. some will pick a feature, love it, and love DBASIC. Others will miss a feature that they had under TOS, and throw DBASIC away without exploring any further. I can't summarize the entire package enough to tell you whether you will love it or leave it, but I can mention some points:

✦ DBASIC is very fast compared to Atari ST BASIC. A graphics demo program that took 2-1/2 minutes using ST BASIC was under 11 seconds with DBASIC.

✦ No mouse with DBASIC. That's right, and no joysticks either. Maybe a clever programmer could read the hardware directly, but most of us BASIC programmers will be limited to keyboard input.

✦ The DBASIC "screen editor" is much easier to use that ST BASIC's. Specifically, if you need to change a line, you arrow to it, make the change, and RETURN. You can also change the line number, and reuse the line, as you could on the Atari 800. In fact, the whole programming environment reminded me of the easier 800 environment, when compared to ST BASIC.

✦ No easy TOS reading of DBASIC disks, : DBASIC reading of TOS disks. DBASIC uses :s own disk system, which is faster and denser than TOS, but incompatible. TOS won't show DBASIC files. DBASIC won't read TOS directories. DBASIC will read sectors from TOS disks, but the programmer must write the code to interpret this, sector by sector.

This makes conversion of ST BASIC programs to DBASIC even harder. I've converted a few hundred lines, and most of the conversion has been easy (skipping the mouse and sound commands that DBASIC doesn't have). But gosh, I wish I didn't have to rekey the lines.

On the plus side for DBASIC, however, is its speed, its better handling of integer vs. floating point numbers, and especially its ease of learning/use. DBASIC is much more traditional than ST BASIC. If you know BASIC on the 8-bit machine, you can pick up on DBASIC very easily. Learning ST BASIC, and the specialty calls of TOS/GEM, can be pretty rough for the home user. How much housekeeping code do you want to write before you can run your ST BASIC program?

In conclusion, I'll summarize my personal experience with DBASIC vs. ST

BASIC: Wow, it's fast. Ouch, no mouse. ow, it's fast enough that I can do a good job using arrow keys. Ouch, I can't load my ST BASIC programs, instead I need to rekey my program. Wow, it's simpler to program. Ouch, no fancy GEM stuff.

As with any programming language, the programmer must match the tools to the needs. I think that DBASIC may be the choice for certain types of work. If you want to be closer to the machine, and want to get more of the 68000's potential speed, you should consider DBASIC.

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ROADWAR 2000

by S.S.I., Inc.
reviewed by Alabama Adams (vALi)
reprinted from Pokey, July 1987
(W.N.Y.A.U.G.)

For all those fans of the "Mad Max" series (e.g.: Thunderdome), this game is for YOU. The game play is based on the future with the storyline as follows:

The U.S. has been infiltrated by a foreign power who has brought with them an evil malady: a strange "bug" that causes its victims to suffer from debilitating nausea, chills, incoherency, and high fever. Within 2 months death occurs.

The country is in near anarchy. A vaccine has been produced, but is hard to locate since most hospitals lie in ruins. The National Guard has been called in to help prevent mass looting.

Nuclear bombs have struck several strategic cities, causing horrible side effects to the survivors. Many residents flee the cities for the safety of the countryside only to be slaughtered by renegade street gangs.

Your purpose is to gather government agents who are spread across the U.S. and bring them to the GUB (Government Underground Biolab) headquarters. To succeed, you must first bring together a gang which you will govern. Abandoned vehicles along the roads are your only means of safe transportation. However, many ruthless citizens and various obstacles will try to prevent you from succeeding. You are likely to encounter:

✦ STREET GANGSTERS; a mixture of stout followers and camp followers, but usually has a strong, intelligent leader.

✦ MERCENARIES; soldiers of fortune, they are groups of well-trained ex-military types. It is dangerous to quarrel with them, but it is seldom necessary as they generally are willing to ally with a stronger gang. NEVER insult a mercenary leader!

✦ ARMED RABBLE; pillagers and rapists. A scummy lot with little to recommend their company.

✦ THE NEEDY; mobs of starving and pitiful souls. Any one of them might give his life for a mouthful of food.

✦ CANNIBALS; these throwbacks have solved the food problem. They are wily ones, fond of ambushing envoy parties. The SCUM of the earth.

✦ LAWFUL NATIONAL GUARDSMEN; maintain martial law within some cities. Well-armed/well-trained troopers.

✦ RENEGADE NATIONAL GUARDSMEN; these mutinous bands of armed and dangerous soldiers prey on all who are unfortunate enough to enter their cities.

✦ LOCAL GANGSTERS; large, intelligent gangs in complete control of their towns.

✦ BUREAUCRATS; occasionally, local governments maintain control of their municipalities, with the aid of local law enforcement agencies. Gangs who pass through must pay tolls in most of these places, or face the consequences.

✦ SURVIVALISTS; knots of hard-core folks, trigger-happy and dangerous, have followings in some localities.

✦ THE REBORN; pleasant people with a single aim: to live in peace. They never provoke a fight, and anything they have is yours for the asking.

✦ SATANISTS; skulking bushwackers. These bands want to be left alone to practice their ways. They use passersby for target practice and seek victims for their rites.

✦ THE MOB; the country's second government holds a few cities. They don't like intruders muscling in on their action.

✦ INVADERS; soldiers from other shores have some degree of control in all coastal and southwestern areas. Despising all road gangs for their undisciplined tactics and behavior, the invaders are VERY dangerous.

✦ MUTANTS; these are the diseased, psychotic zombies who want to tear all healthy people to bits. Roaming quietly at night only, they also are dangerous.

Road combat can be settled using 1 of 3 different resolutions: ABSTRACT, TACTICAL, and QUICK. Thus, you can have a fast, bloody war or personally control each vehicle in your gang. Within each battle you may suffer losses of gang members, vehicles, and tires. You can opt to shoot out your opponent's tires or its crew, try to run them off the road.

Many items can be found by driving around the United States: tires, food, ammunition, guns, vaccine, etc. You may also pick up a doctor, politician, or drill sergeant to add to your platoon.

Throughout your travels, you will encounter many amusing sites, even the building that houses the S.S.I. team! You may even take a tour if you prefer.

All in all, ROADWAR is a very enlightening game full of many twists and turns (one moment you are on easy street, and the next thing you know your men are all diseased!). You can get carried away by enlarging your gang, but don't forget you have a purpose to fulfill: getting together all of the agents. Chalk up another original game idea from the masters of wargaming, STRATEGIC SIMULATIONS, INC.

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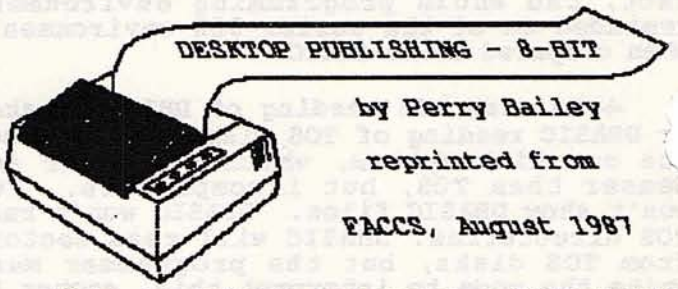

This is not by any means a full review, but I felt it was important to give you some information about several good products while it was still "news".

To begin with, one of the areas that has always been sadly lacking in the Atari eight-bit library of programs has been the field of desk top publishing. This lack has nothing to do with the quality of Atari hardware or with its capabilities. No, the problem here has always been that the big publishing houses just haven't felt there was enough business in the Atari eight-bit marketplace to be worth their effort.

And so desktop publishing for the eight-bit Atari was left back on the desk top and ignored. But fear not, there is yet hope for those of us who feel the need of desktop publishing (or just hate to be left out). There are two products I would like to address: THE NEWS STATION by REEVE SOFTWARE (from the agile mind of Alan Reeve himself) and AWARD WARE from the people at HI TECK EXPRESSIONS.

Remember when you first saw the ads in the magazines for SPRING BOARD'S NEWSROOM, and then experienced the disappointment of finding out it was not being released for the Atari? I sure do. I was ready to bite nails, I even tried to use Atari writer in

he double column format (which incidentally, I never could get to work right). Finally I gave up my dreams of desktop publishing. Then lo and behold, BRODERBUND released PRINT SHOP. I was thrilled! Then I found out I had just missed the boat again. While it did clever signs and cards, it did not do anything resembling what I was looking for. Then SPRING BOARD released CERTIFICATE MAKER. Once again, no Atari version! I was in withdrawal, it seemed. I was never to be able to use my eight-bit Atari for desktop publishing.

Then, from out of the blue came REEVE SOFTWARE with a program called the NEWS STATION. At first I was concerned that it might turn out to be horribly complex like some of the other programs I have seen (TYPESETTER and PAGE DESIGNER). But no, it was simple and easy to use. It breaks the screen up into eight graphics screens. On these screens you can put text, graphics or even PRINT SHOP icons in the form of a newsletter. Finally, simple and easy-to-understand desktop publishing has come to the Atari eight-bit computers! An interesting sideline to this is that ANTIC MAGAZINE is sponsoring a write-in campaign to get SPRINGBOARD to release an eight-bit version of their NEWSROOM. Frankly, with the advent of REEVE PUBLISHING's NEWS STATION, I don't feel all that terribly worried if they do or not. I would rather see new companies like REEVE SOFTWARE, who has come out with good solid programs for a good machine make the bucks available in the desktop publishing eight-bit market. At any rate, I think that you will find THE NEWS STATION a good value.

Now as to the other product, AWARD WARE, from HI TECK EXPRESSIONS. If you remember the advent of the aforementioned SPRINGBOARD product CERTIFICATE MAKER? Then grit your teeth no longer! These people at HI TECK have done a wonderful job on this one! It does everything I have wanted to see done, but could not get PRINT SHOP to do. It has built into it the basic forms for more than 60 types of certificates and awards, printing both horizontally and vertically on the page. Not to mention some of the borders like the infamous Teddy Bear boarder (I thought we weren't going to mention that!) or the fact that it supports a large number of printers. In fact, it has a sophisticated printer driver creator that, while it may require a real life hacker to use, will allow you to make a driver for any printer in existence that supports graphics. This is a fine product, and at a suggested retail of $14.95, one that I would recommend to anyone.

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If you do not think about the future, you cannot have one.

-John Galsworthy

ZMAG WOES

excerpted from an article by John Nagy in Michigan Atari Magazine August 1987

ZMAGAZINE, a weekly online-newsletter published (for free) by RON KOVACS of NEW JERSEY, has had some rough sailing of late. You read a few months back of difficulties with CompuServe... well, they weren't entirely resolved, and may never be. He has privately told me that he seriously wonders if he should bother doing ZMAG at all anymore, considering the personal expense, work, hassles, even hints of lawsuits.

Ron republished an update on expected delivery dates of new ATARI products that ATARI CORP posted through the GEnie telecomputer network. Says Ron: "Due to a copyright notice in the ATARI news column, CompuServe could not allow us to post it. We even asked Mr. Neil Harris for the official response about the matter, and we were told that we could not upload the text to CompuServe because the article stated for use by GEnie members, etc. Since ISSUE #50, we have been encountering many problems. From the ST-Transformer articles, to the GEnie Services sign-on information, on to the Analog Copyright notice, and now another with Atari's copyright on their news."

To fill you in, recently Ron reprinted what appeared to be a freely traded article that, in fact, was offered by ANALOG MAGAZINE (without any copyright info attached) on the DELPHI network. ANALOG was not amused and quickly said so. Ron was caught in the middle, where the best of intentions won't buy coffee.

Ron is also referring to CONSIDERABLE resistance (read: censorship) that he encountered from CompuServe SYSOP MIKE SHOENBACH when Ron helped start the flood of public sentiment about the ST TRANSFORMER (800 emulator for the ST). Mike didn't like MY original article, refused to post it on his own judgement that it "must be false", then accosted Ron for reprinting it in ZMAG, threatening to drop ZMAG if Ron followed up on what ultimately became the User Group Coup of the year.

Chief ATARI SIG man, RON LUKS, tried to patch things up with Ron and ZMAGAZINE, offering to see what kind of special privileges and access areas could be extended to Ron and his contributors. Things looked better for a while, then LUKS sorta dropped out of the picture at CompuServe, leaving MIKE in charge, and the old friction was back. Late postings, complaints about ANY reference to other telecom services, ZMAG BBS outlet lists, etc.

Despite it all, Ron Kovacs has now started ZMAG-ST, a twice-a-month specialty issue in addition to the regular wide-apple weekly ZMAG. Newsletters all over the

country reprint articles from ZMAG, and I for one would hate to be without it. (ZMAG and ZMAG-ST appear on many of the MAM club bulletin boards.)

Let's all give RON a big hand for remarkable effort (all for no personal gain), and encourage him to weather the current storms. We NEED both ZMAG and the dedication to ATARI user support that it voices every week.

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PM UTILITY

ZMAG ST SOFTWARE REVIEW
(author uncredited in ZMAG)

Have you ever needed a cute piece of clip art for your artwork or paper?

Maybe you have a need for customizing your PrintMaster(C) picture library? Perhaps you're tired of searching through all of your picture libraries for that "just right" Christmas picture you were sure you had. Or maybe you've had it with all those unwanted pictures cluttering up your library?

PM Utility is a handy utility for anyone who owns PrintMaster(C) or any program that makes use of Degas(C) compatible picture files. With PM Utility you can transfer picture libraries to Degas(C) picture format as well as modify individual pictures or entire picture libraries.

On a library scale you can:

SORT - This sorts the contents of a library in ALPHA order.

TRANSFER - Move pictures from one library to another.

CLIP ART - Transfer a library (or selected pics) to a DEGAS(C) compatible picture file.

SIMPLE - scaling of size is supported.

PRINT OUT - Print a hardcopy of your library to almost any Dot Matrix printer. Each picture IS titled as well as the listing.

On an individual picture basis you can:

COPY - Append a copy of a selected picture to the end of the current library.

RENAME - Renames a picture. DELETE - Deletes selected pictures.

VIEW - See the selected pictures.

GRAPHIC OPS - Alter the picture the following ways:

INVERSE - Reverses the image. (Black to white.)

FLIP - Makes a picture a mirror im of itself.

ROTATE - Rotates image in 90 degree increments. (Note: Some of the image is lost because the pictures are wider than they are high.)

PMU (PM Utility) is fully GEM based and works in either monochrome or medium resolution. 512K RAM and TOS in ROM is required.

All the functions are logically implemented and make use of the GEM interface. One of the features I like is the heavy use of safeguards to protect the picture libraries. Another handy feature is the checking of free disk space BEFORE an operation. This helps to ensure that saving your work is possible. While it is not fool-proof, it is a handy feature.

Toolbox Software is apparently a home-grown type software package. The author, Marcos Zorola, sells the software by mail. For $13 it's a bargain. A demo of this program can be found on the download section of GEnie's Atari ST sig.

PM Utility
Toolbox Software
234 Bristol
San Antonio, TX 78214

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GREAT BATTLES

A review by Dave Hanthorn (STDIO)
reprinted from Puget Sound Atari News
August 1987

A Wargame from Royal Software
For All ST Computers

Finally! Finally, now that I have had my ST for two years, somebody has come out with what I would consider to be a true wargame for the Atari ST. Commendably, this is not just some spin-off from the eight-bit world for from some brand X computer, but an all original work developed on the ST for the ST! And not just one game either, but four separate and distinct battles in the same package. This is, well, GREAT!

If you have read any of my previous wargame reviews in the PSAN newsletter, you already know that I have an interest wargaming, and that I have been ve disappointed in the distinct lack wargames for the ST. Well, with the release of GREAT BATTLES by Royal Software of Eugene, Oregon, that lack is beginning to change. This package includes two famous Napoleonic battles and two famous American

ivil War battles, and they really are true wargames in the "traditional" boardgame sense of the word.

I started out (at the suggestion of the manual) playing the Waterloo battle, and quickly found that although the instructions in the manual about moving the units on the mapboard were not real clear, in actual practice it was very easy and fast to move units with the mouse. A couple of very nice features of this game are that you can move your units in any order, and you can "take back" any move of any unit at any time right up until you enter the battle phase of the turn.

I then moved on to the battle of Austerlitz (which historically occurred several years previous to the battle of Waterloo). The games all include the kinds of features that the experienced wargamer has come to expect, such as various types of units (i.e. infantry, cavalry, artillery, etc.) and various types of terrain (i.e. plains, hills, forest, rivers, etc.) that affect the movement and fighting capabilities of the various types of units in various ways.

Next I was trying the battle of Shiloh from the Civil War. By now I had become used to such additional features as the "effectiveness" and "morale" ratings and "primary weapon" types of each individual unit, and how these were changed by movement and battle, and in turn how they affected the unit's capabilities in movement and battle.

And by the time I at last got to the battle of Gettysburg, I was becoming an experienced "commander", using strategies and tactics that would take advantage of the terrain and of my armies' strengths and of the enemy's weaknesses, to lead my armies to a glorious victory over the vanquished enemy. (Well, at least sometimes I won.)

The games give you the option to play either side against the computer, or to let the computer "referee" a game between two human players. There are several skill level settings for the computer that will keep the games challenging to you from the rank of "raw recruit" right up to "commanding general". This game won't become "too easy" and boring to you for a long, long time, and even if you should get to the point that you can beat the computer even on the highest skill levels, you can go out and find some smart human player to give you all the competition you would ever want.

Although the documentation isn't always extremely clear at first, once you have played a game or two it is pretty easy to figure everything out. Overall, this is a very good package, and well worth the $35 price tag, considering that many eight-bit computer wargames sold at $40 to $80 and weren't as good as this one.

This isn't the "monster-sized" wargame that I have been hoping somebody would do on the ST (the machine is certainly capable of supporting a "monster" game), but the graphics and features of the ST are well used, and there are many hours of enjoyment to be had here.

I would certainly recommend GREAT BATTLES to all of you wargamers out there. I would also recommend it to you folks who have never played a computer wargame before; you might just discover all the fun you have been missing out on. This game definitely sets a good "first" standard for the next ST wargame to try to outdo.

Thank you, Royal Software, for getting the ball rolling.

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FOR SALE:

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TECHNICAL ADVICE

•Do your program and hardware manuals leave you feeling like you can't read English??? Does your disk drive seem at times to run backwards??? Does it seem that you know nothing about using an Atari computer???

If you have ever faced any or all of these problems, you probably realize what a relief it was to call up someone knowledgeable for help and advice. Users' Groups like P.A.C.E. can be a real help to the average computer owner. We are fortunate to have several very competent people as members. Four of our members have volunteered to be available for technical advice. You can call one of the following when you feel you are having a problem with your Atari system:

Mark Spires.....(412) 335-4477
Paul Rude.....(412) 898-1931
Dave Farbacher.....(412) 963-8600
Jack Liebmann.....(412) 521-0903

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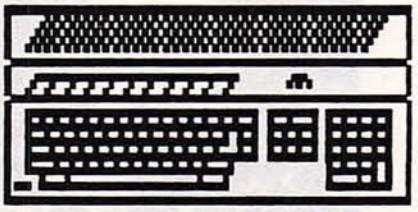
To order: Contact your local dealer or direct from Terrific Corp. 17 St. Mary's Ct Brookline, MA 02146 (617) 232-2317	Order by Visa/MC/COD/Prepay EZRAM, Z-TIME, Z-PORT are trademarks of Terrific Corp. ATARI, 520, 520stfi, 1040 are trademarks of Atari Corp.	terrific PERIPHERALS



800 CARTRIDGE EMULATOR FOR THE ST

by Dale Mellot and Dick Basso
reprinted from Puget Sound Atari News
August 1987

We just witnessed another of the marvels of what young minds can do if the challenge is worthwhile.

A young, gifted programmer, Steve Jones, like Darek Mihocka ("ST TRANSFORMER"), has his own ideas about the capability of 8 and 16 bit computers and how to get the most out of them. Steve has been a software engineer for about eleven years and has his own small software company, "Jonesware".

Using a 520ST, Steve soon had a familiar screen displayed that we have often seen on the 8-bit. However, it was much sharper as it was displayed on a SC1224 color monitor. The first program that he demonstrated was the Assembler Editor and the performance was just like the 8-bit computer. He did various graphic and text editor demo's using the Assembler Editor program. He then switched to BASIC and demonstrated various programming techniques that you would normally see on an 8-bit computer. He next loaded SMARTDOS RAMD and from there proceeded to run the MAGIC LANTERN program and loaded various pictures that you see on the 8-bit computer. A picture on the 8-bit loads in 45 seconds. Loading by the emulator into the ST takes about 120 seconds. Planned improvements will eventually reduce this time to 60-70 seconds. Steve then loaded QUICKLOADER and the selection menu of games appeared just like you would see it on your 8-bit computer.

Work on the 8-bit Cartridge Emulator was begun in late April. At the present time, it still lacks the capability of doing either player missile graphics or sound. Development is continuing to speed up the emulator by using optimizing routines to allow more efficient time sharing of the various computer components to improve the processing time. The present speed of operation is estimated to be 70 percent of the normal 8-bit machines. All SIO operations are 110 percent of the normal 8-bit computer. The emulator is Axalon compatible and is able to utilize the extra memory of the ST. Printer and modem capability are supported either through 8-bit or 16-bit.

NOW THE FUN PART. Steve then demonstrated a version that emulates a FRANKLIN (APPLE clone) computer. Although we don't know much about Franklins, we were really impressed. A Commodore Emulator is also being developed.

We have personally seen the first version of Darek's emulator run on a 1040ST and have now witnessed Steve's Cartridge Emulator. We can both attest to the fact that the speed of operation for Steve's emulator is much faster.

Steve Jones uses a Cartridge Emulator similar to the Magic Sac Cartridge made by Data Pacific. Rather than get into problems

using proprietary operating system code, Steve's emulator will use the operating system ROMs found in the particular system that is being emulated. The Atari 800 Cartridge Emulator will also have its own cartridge slot for 8-bit (left slot) cartridges. The emulator is expected to be available before Christmas 1987. It will cost about $50 without ROMs, but include the necessary software. Other hardware will eventually be available to include special cables to connect 1050 drives or the 850 interface to the RS232 port of the ST. The emulator will also eventually be capable of adapting mouse and MIDI operations.

A further advantage is that the emulator can work with the 3.5 inch ST disk drive. Thus up to seven 1050 disks of data files can be placed on one 720K double sided 3.5 inch disk.

JONESWARE
PO Box 7037
Mechanicsburg, PA 17055

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PC_DITTO

downloaded from PLINK

Finally a real IBM emulator for the ST! Many people will be skeptical after seeing the 300 baud MS.EM struggling through MS-DOS, but forget all that. Once you boot up PC_Ditto you'll swear you're sitting in front of Big Blue. PC_Ditto does for IBM software what the Magic Sac does for MacIntosh software on the ST.

PC_Ditto's report card varies from user to user in the area of speed. Some say it runs about 80% as fast as an XT, others say 20%. Avant-Garde, the publishers of PC_Ditto, claim the 80% figure; I say the 80% applies only for math functions. Graphics output and disk access seriously slow performance. Sound also needs some help, however PC_Ditto mimics the occasional IBM *bing* without any problem.

Serial and parallel ports are fully supported in emulation mode. I created a greeting card with Printmaster and it turned out fine on my Epson compatible. I'll use the modem to send this text when I'm done writing it. PC_Ditto can get confused while at 1200 baud, but I found a disk cache program that allows error free telecommunications with IBM terminal programs (disk access seemed to be the hangup, not the speed of the emulator when using a modem).

I have yet to crash PC_Ditto. In the couple of weeks I've run it, all but one of the programs I've tried has worked like the real thing (A speech synthesis program failed to speak, another sound problem). Even unforgiving Public Domain utilities are happy on the ST. I have played about 50 IBM games on the emulator, but you can almost get up and put in a new CD as the prog[illegible] plots the course of your shots in Missi[illegible] Command. Save the graphics and sound for ST mode, it does better than an IBM anyway.

PC_Ditto uses most Atari hardware as you expect it to. The emulator will run both monochrome and color IBM applications, but it will ONLY work in medium res on the ST. A program is included to configure things like keyboard stats, mono/color emulation, internal/external drives and colors to be used as a default when you run PC_Ditto. Hard drives are recognized as are the function keys and the keypad on the ST.

I would rate PC_Ditto the best hack of '87. It doesn't do everything an IBM ST does, but hey, this is only an $89.95 software package. It does such a good job that I forget I'm using an ST, until my hand reaches for the mouse.

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TO MY DARLING HUSBAND

by W.J. Parsons
Diablo Valley PC News
reprinted from RUGAC,
July/Aug 1987

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at home since your ST computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good but yours was excellent! The chair and the back of your head are very realistic. [illegible] would be very proud of him.

Little Jennifer turned three in September. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her

irthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blonde about a year ago and was delighted to discover that it really is more fun!

Lars...I mean Mr. Swenson, the department head, has taken an interest in my career and has become a good friend to us all. I have discovered that the household chores are much easier since I realized that you didn't mind being vacuumed, but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure if you noticed it. I made sure the painters cut air holes in the drop cloth so you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars....Mr. Swenson, I mean, is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the ST have a lovely time while we are gone. Tommy, Jen nd I will think of you often. Try to emember us while your disks are booting.

Love, Mary

(EDITOR'S NOTE:) Any similarity to actual persons, places or events is purely coincidental.....(wellllll.....almost!)

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MINIATURE GOLF PLUS

reviewed by Lou Praino
reprinted from CURRENT NOTES
Oct., 1986
8-Bit

Once in a while a game comes along that places itself one step above the rest. Miniature Golf Plus by David Plotkin, presented by XLENT Software, is, in my opinion, one of the chosen few.

Part One of this game set consists of miniature golf course of 21 holes, which ncrease with difficulty as you progress through them. The game allows you the option of entering the player's names, and the game play is similar to a real 21 hole miniature golf course, except for the fact that you can begin the game from the first hole, or any other hole of your choice.

The golf course is viewed from above, and your "golf club" is controlled by your joystick, which plugs into your #1 port. The "golf club" that you see on the screen is a shaped square, but with a notch cut out of one of its corners. This notched corner is the part of your club which should strike the ball. By changing the position of the club in relation to the ball, you can control the force of your swing as well as the angle at which the ball will travel. The game, like the real game, allows you to bounce your shot off obstacles and the holes side-boards to achieve shots that would otherwise be impossible. The game accurately tabulates the velocity with which you struck the ball, the angle that you selected, the results of contact with any obstructions along the way, and finally -- even the affect of friction on the ball as it rolls along the course. It does this smoothly and very accurately.

Each player continues to play until he completes the hole and then the next player takes his turn until all have completed the hole. You will then proceed to the next hole, and so on. The scores are shown in a window at the bottom of the screen, and by pressing the appropriate key, can be displayed either singly or all at once.

The graphics and the game play alone make this game worth the list price of $25.99, but, as an added bonus, and to keep the game from becoming boring after you master the supplied course, David has included a Golf Course Construction Set, (hence the name "PLUS"), with this already fine package.

The Construction Set will allow you to construct a customized miniature golf course with up to 60 holes set up to your own preferences as to level of difficulty and obstacle placement. It even allows you the interesting option of installing a moving obstacle in any or all of the holes.

You can make as many customized golf courses as you want, but each must be on a separate disk. This opens the possibility of different family members as well as friends creating for each other a "special challenge" golf course, to see who can be the "Top Pro".

The instructions for the Construction Set, as well as for the golf game, are very well written, easy to understand, extremely user friendly, short and to the point. This is a game set that does not take you hours to mull over the instructions before attempting to operate. In less than ten minutes anyone should be able to play the game and/or operate the Construction Set with confidence.This game is highly recommended.

It's interesting, the controls respond well, the graphics are excellent, and, mainly, because it's adjustable (by means of the Construction Set) it fits the capabilities of everyone, from child to adult. Theoretically then, this game never need become obsolete, due to lack of challenge. It's kinda the "ultimate" in miniature golf games and never need become a "shelf sitter" due to lack of interest or challenge.

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ATARI — MUSIC

excerpted from Atari News
by John Nagy
Michigan Atari Magazine, August 1987

Atari has made a big noise in the music industry with the MIDI port on the ST. Since it is the only computer that offers such an item BUILT IN, plus has all that POWER and only that PRICE, the ST has become the #1 computer of choice for musicians. Musicians? Yes, the computer is becoming so integral to modern music making, that MANY music stores now carry COMPUTER SOFTWARE, and YES, ATARI ST computers! Atari was the first computer manufacturer to go to the NATIONAL ASSOCIATION OF MUSIC MERCHANTS show, and was swamped by hopeful vendors. Who needs to dig between toys to buy Atari computers anymore...just look between the guitars and the drums.

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CENTRUM IN WORCESTER

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
-Monty Pyton-

October 1987

Sun	Mon	Tues	Wed	Thurs	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12 8-bit & Reg Mtg.	13	14	15	16	17
18	19 Board Mtg.	20	21 News Dead-line	22	23	24
25	26 ST Sig Mtg.	27	28	29	30	31

November 1987

Sun	Mon	Tues	Wed	Thurs	Fri	Sat
1	2	3	4	5	6	7
8	9 8-Bit & Reg Mtg.	10	11	12	13	14
15	16 Board Mtg.	17	18 News Dead-line	19	20	21
22	23 ST Sig Mtg.	24	25	26	27	28
29	30					

All meetings are at the Greentree Mariott at 7:00 P.M.

COMING EVENTS

OCTOBER 24 AND 25, 1987:

P.A.C.C. Computer Show at Allegheny Center - P.A.C.E. will have a booth there and needs volunteers to man the booth. If you can volunteer equipment or time call Wayne Sigmund - 486-2734.

Washington, D.C. Atari Show - P.A.C.E. is arranging a car pool. Anyone interested in going call John Satriano - 221-8933 - as soon as possible!

OCTOBER 26, 1987:

MIDI-MAZE demo at the ST SIG.....bring your joystick, and any equipment you can. Also, the big SPREADSHEET SHOWDOWN, featuring VIP Professional, A-Calc-Prime, and Swift Calc!

DECEMBER 14, 1987:

Combined 8-Bit and ST Sig **OPEN HOUSE**

BIG MIDI-MAZE COMPETITION!! (Bring your favorite joystick)

MULE Demonstration for 8-Bits!

CHINESE AUCTION! Items to be auctioned should be tagged with the minimum price you will accept. Interested parties will submit written bids for their choices. At the end of the evening, items will be sold to the highest bidders, provided the bid is equal to or more than the minimum price stated.

DECEMBER 28, 1987:

There will be no regular meeting on this date. HOWEVER, there will be a Christmas Dinner at Bullshot's. Call John Satriano - 221-8933 - for reservations. Bring your family. Dinner prices range from $5.00 to $12.00.

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TIMEDA.PRG
•DBS
BLDRDBMS.V1
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DATPRF.BIN
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DIFCVT.DOC
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DISKIND2.DOC
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RDBMS2.V1
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TREK.ARC
>STARTREK.BAS
>STARTREK.HLP
TVISION.ARC
>DESKTOP.INF
>EAST.PUT
>G1.PUT
>G2.PUT
>G3.PUT
>G4.PUT
>G5.PUT
>MAPBACK.PUT
>NORTH.PUT
>OUTSIDE.PUT
>README.DOC
>SOUTH.PUT
>TUNNEL.PIC
>TVISION.BAS
>TVISION.PRG
>TVPIC.PUT
>WEST.PUT
TWPGAM.ARC
>TWPGAM.PRG
WHEELF19.ARC
>MISC_01.PUZ
>MISC_02.PUZ
>MISC_03.PUZ
>WHEEL.DOC
>WHEEL_9.PRG
WOF_ED.ARC
>WOFED.PRG
W_TITLE.ARC
>TITLES.PUZ
>TITLES.TXT
YAHTZEE.ARC
>DIE0.YTZ
>DIE1.YTZ
>DIE2.YTZ
>DIE3.YTZ
>DIE4.YTZ
>DIE5.YTZ
>DIE6.YTZ
>FAME.YTZ
>LEFTSCR.YTZ
>RIGHTSCR.YTZ
>YAHTZEE.GFA
>YAHTZEE.PRG
ZARATH.ARC
>ZARATH.PRG
*GFA
ALERTDMO.BAS
CLICK.BAS
FORMATTR.BAS
GFABINGO.BAS
GFA_CUBE.BAS
GFA_MICE.BAS
JOYSTCK2.BAS
MINITERM.BAS
MORSE102.BAS
NEOLOAD.BAS
NUMCNVRT.BAS
PATCH.BAS
RUNIT.BAS
SEQUENT.BAS
SWIFCALU.BAS
TIDBITS.DOC
ARCSHELL.ARC
>ARCSHELL.BAS
BASCONVT.ARC
>BASCONVT.BAS
CMANSHP.ARC
>CSHIP.GFA
>SAMPLE.DEF
>SAMPLE.H
>SAMPLE.RSC
DIALOG.ARC
>DIALOG.BAS
>RESOURCE.DFN
>RESOURCE.H
>RESOURCE.RSC
>VDI.BAS
DIR_PULL.ARC
>DIR.BAS
DUMBBS.ARC
>DUMBBS.LST
FINPAK.ARC
>FINPAK22.BAS
FORMAT.ARC
>FORMAT.BAS
>FORMAT.DOC
FUNDIAL.ARC
>FUNDIAL.GFA
>FUNDIAL.PRG
>FUNDIALC.RSC
>FUNDIALM.RSC
>README
GFABASRO.ARC
>GFABASRO.PRG
GFACCALL.ARC
>DATACONV.LST
>EASYREC.ME
>READ.ME
>REL.O
>REL.S
>REVERSEC.C
>REVERSEC.LST
>REVERSEC.PRG
>SHELLIN3.LST
>SHELLIN4.LST
>SHELLINT.C
>SHELLINT.PRG
>SORT.C
>SORT.LST
>SORT.PRG
GFADEMO1.ARC
>GFADEMO1.BAS
>GFADEMO1.PRG
GFADMV12.ARC
>GFADMV12.BAS
>GFADMV12.PRG
GFALIST.ARC
>GFALIST.BAS
>GFALIST.PRG
GFALOANS.ARC
>GFALOANS.BAS
GFAMIDI.ARC
>GFAMIDI.BAS
GFATERM.ARC
>GFATERM.BAS
GFATIP02.ARC
>GFATIP02.DOC
GFATIP03.ARC
>ERRREC01.BAS
>ERRREC01.PRG
>ERRREC02.BAS
>ERRREC02.PRG
>GFATIP03.DOC
GFATIP04.ARC
>GFATIP04.BAS
>GFATIP04.PRG
>GFATIP04.TXT
GFA_FX.ARC
>GFA_FX.BAS
>GFA_FX.DOC
>GFA_FX_1.PRG
>GFA_FX_2.PRG
>GFA_FX_M.PRG
LAZYLBLR.ARC
>LAZYLBLR.BAS
>LAZYLBLR.TXT
LISTER.ARC
>LISTER.BAS
MAKEMENU.ARC
>MAKEMENU.BAS
MYTIME.ARC
>MYTIME6.BAS
>MYTIME6.LST
>MYTIME6.PRG
PIC_CLIP.ARC
>CLP_LOAD.LST
>PIC_CLIP.BAS
>PIC_CLIP.DAT
>PIC_CLIP.PRG
QUIKSORT.ARC
>QUIKSORT.BAS
>QUIKSORT.DAT
>QUIKSORT.LST
RANDOMIO.ARC
>RANDOM.ABC
>RANDOMIO.BAS
REZMASTR.ARC
>REZMASTR.BAS
SAMP_GFA.ARC
>SAMP_GFA.BAS
SCAN.ARC
>MF.BL2
>SCAN.BAS
>SCAN.DOC
SEARCHER.ARC
>QUIKSORT.DAT
>SEARCHER.BAS
>SEARCHER.PRG
SLIDER.ARC
>SLIDER8.GFA
>SLIDERS4.DEF
>SLIDER64.H
>SLIDER54.RSC
TORP.ARC
>C_HIT.DAT
>FINI.DAT
>GRID.DAT
>HIT.DAT
>TORP.BAS
>TORP.DOC
VECDEMO9.ARC
>DIAMOND.BAS
>DIAMOND.DAT
>DIAMOND.DEM
>VECDEMO9.PRG
>VECDEMO9.TXT
WINDOW8.ARC
>WINDOW.BAS
>WINDOW.LST
>WINDOW.PRG
*GRAPH16
8BT2DE8A.PRG
DE8COL.PRG
SURFACE.PRG
3D.ARC
>3D.PRG
BLAST.ARC
>BLAST.PRG
BOINK.ARC
>BOINK.PRG
DE82NEO.ARC
>DE82NEO.TTP
DOODLE.ARC
>DOODLE.PRG
>DOODLE.RSC
EDIT_SPR.ARC
>EDIT_SPR.PRG
FRAC3D.ARC
>FRAC3D.PRG
FRACTAL.ARC
>FRACTAL.PRG
FRACTREE.ARC
>FRACTREE.PRG
HP2.ARC
>HELVETIC.PFT
>HPD.PRT
>HPF.PRT
>NORMAL.PFT
>PDREAD.ME
JACPR1.ARC
>JACS1.SDR
>JACS1.SHP
JACPR2.ARC
>JACS2.SDR
>JACS2.SHP
JACPR3.ARC
>JACS3.SDR
>JACS3.SHP
KOAL2DE8.ARC
>KOAL2DE8.PRG
MACTOA.ARC
>MACTOA.PRG
MAZEMAKR.ARC
>MAZEMAKR.TOS
MEGABLT2.ARC
>MEGABLIT.DOC
>MEGABLIT.PRG
>MEGABLIT.RSC
MOVEIT.ARC
>VIEWIT.PRG
MULTIANI.ARC
>BIRD2.ANI
>BIRD2.NEO
>MULTIANI.PRG
NEOCONV.ARC
>NEOCONV.PRG
NEOV09.ARC
>NEOV09.PRG
PICDEX.ARC
>PICDEX.TOS
PICSW7.ARC
>PICSW7.DOC
>PICSW7.PRG
PIEMOV.ARC
>PIEMOV.PRG
POPCORN.ARC
>POPCORN.PRG
RDRAW.ARC
>RDRAW.PRG
RGDEMO.ARC
>RGDEMO.PRG
ROSE.ARC
>ROSE.CPR
>ROSE.SCR
>RENE.CPR
SHOPIC2.ARC
>SHOPIC2.PRG
SLIDENEO.ARC
>SLIDENEO.PRG
SPECDEMO.ARC
>FINHORN5.SPC
>MATCH_5.SPC
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>TITLE.SPC
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SPHERE.ARC
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SUPERBOX.ARC
>SUPERBOX.PRG
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>TINYVIEW.PRG
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UNIVRMNF.ARC
>UNIV_RMN.CFT
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>UNIV_RMN.FNT
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*MUSIC16
AMS_08.ARC
>AMS_8.SNG
CIANDROD.ARC
>BELLPIAN.ICZ
>CASIO.TOS
>EMERSON1.ICZ
>FLUTBRAS.ICZ
>FLUTOLIN.ICZ
>FLUTORGN.ICZ
>PLUKSUIT.ICZ
>PLUKPIA1.ICZ
>PLUKPIA2.ICZ
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>SLAPBACK.ICZ
>SUSTPIAN.ICZ
>SYNBASS1.ICZ
>SYNBASS2.ICZ
>SYNPIAN1.ICZ
>TMINPIAN.ICZ
>TUBEBRAS.ICZ
CIPATCH.ARC
>CZ101.DOC
>CZ101.DTA
>CZMIDI.DTA
>CZPATCH.PRG
>CZVOICES.DTA
>KEYTAB.DTA
>PATCH.DOC
CZPHONIX.ARC
>CZPHONIX.DOC
>CZPHONIX.PRG
>CZPHONIX.RSC
>CZREADME.1ST
>DEMO.CZ
>INTERNAL.CZ
DLXPIANO.ARC
>DLXPIANO.PRG
>DLXPIANO.RSC
MANDEL.ARC
>MANDEL.DOC
>MANDEL.PRG
MIAMVICE.ARC
>MIAMVICE.BAS
MIDI.ARC
>MIDI.DOC
>MIDI.PRG
>MIDI.RSC
MIDIDEMO.ARC
>4TH.BLK
>4TH.IMG
>BANJO.SNG
>CLEM.SNG
>EVITA.SNG
>MIDIDEMO.PRG
>MINUET.SNG
>MOSCOW.SNG
>MUSETTE.SNG
>SANJOSE.SNG
>SNFRAN.SNG
MIDISEQ.ARC
>MIDI.DOC
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MIDI_4TH.ARC
>FORTH.BLK
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>MIDIWRT1.PRG
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>MIDI_ARC.LST
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>PIANO.PRG
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>ERIK.UDO
>LCD.PRG
SOUND.ARC
>SOUND.PRG
STSOUND.ARC
>STSOUND.PRG
*TERM16
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STERM.TOS
XMODEM.PRG
GFATERM.ARC
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KERMIT16.ARC
>KERMIT.DOC
>KERMIT.PRG
>KERMIT.RSC
SOLATERM.ARC
>PHONE.DIR
>SOLATERM.DAT
>SOLATERM.DOC
>SOLATERM.GFA
UNITERM.ARC
>DEFAULT.SET
>KEYEDIT.PRG
>README2.TXT
>SAMPLE.TBL
>UNITERM.DOC
>UNITERM.PRG
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>VT100.DOC
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*UTIL16
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>ARC.MSG
>ARC.TTP
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>ARCSHELL.MOD
>ARCSHELL.PRG
>ARCSHELL.RSC
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>ARCX.TTP
ARCX.ARC
>ARCX.TTP
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>ASM68K.DOC
>ASM68K.TTP
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>AUTODATE.DOC
>AUTODATE.INF
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>BULKERAS.TOS
CALC.ARC
>CALC.PRG
CC.ARC
>CC.C
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>CCINI.EXA
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CONVRT.ARC
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>DISKLABL.DOC
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>DISKLABL.RSC
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>DISKTOP2.DOC
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>READ.ME
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>DRFLOPPY.TOS
>DRSECT.S
>DRTITLE.S
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>DUMP.DOC
>DUMP.TOS
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>EASYPA.DOC
>EASYPA.PRG
ETERNAL.ARC
>CONFGRAM.PAS
>CONFGRAM.TOS
>ETERNAL.PRG
>ETERNAL.S
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>EZSQUEEZ.PRG
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>FDI.DOC
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FIX40LIM.ARC
>COMMAND.TOS
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>GEMDIR.TOS
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>SETPATH.TTP
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>FLSPAT2.PRG
FNTCNV.ARC
>FONTCONV.PRG
>FONTCONV.TXT
FOLDRXXX.ARC
>FOLDRXXX.PRG
FONTED.ARC
>CED.PRG
>FEDIT.RSC
>FONTEDIT.TXT
>PFONT.PRG
>PMENU.RSC
FONTLOAD.ARC
>FONTLOAD.PRG
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>COMPUTER.FNT
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>OLDENGLH.FNT
>SQFONT.FNT
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>FORMAT+.BAS
FORMAT.ARC
>FORMAT.PRG
GEMBOOT9.ARC
>COMMAND.TOS
>DESKENV.TTP
>GEMBO1V9.DOC
>GEMBOOT.INF
>GEMBOOT.PRG
GEMDEM.ARC
>GEMDEM.PRG
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>DESKENV.TTP
>GEMBO1V9.DOC
>GEMBOOT.INF
>GEMBOOT.PRG
>GEMDIR.TOS
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>HDX.RSC
>README
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>HELPER.PRG
HEX.ARC
>HEX.PRG
HI25.ARC
>HI25.PRG
HI50.ARC
>HI50.PRG
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>ICONAME.PRG
KERNEL.ARC
>KERNEL.TOS
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>KEYEDIT.PRG
LABELJRB.ARC
>LABELJRB.PRG
LABLMAKR.ARC
>LABLMAKR.DOC
>LABLMAKR.PRG
LESS.ARC
>LESS.DOC
>LESS.TTP
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>LOADRAM.DOC
>LOADRAM.PAS
>LOADRAM.PRG
MAC_MENU.ARC
>MAC_MENU.PRG
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>AM.PRG
>COLOR.DOC
>MAGIC4.PRG
>MAGIC4.RSC
>REV35.DOC
MAK1MB.ARC
>MAK1MB.TOS
>MAK512.TOS
MAKE512K.ARC
>MAKE512K.TOS
MASH.ARC
>MASH.DOC
>MASH.RSC
>MASH.TTP
MCL.ARC
>MCL_210.TXT
MEDRI2.ARC
>MEDRI2.PRG
MEMTEST.ARC
>MEMTEST.PRG
>MEMTEST.TOS
>MEMTST.PRG
MGEMACS1.ARC
>ATARI.DOC
>FUNCTION
>M8.INI
>M8.TOS
>README
MICKEY.ARC
>MICKEY.PRG
MONST.ARC
>MONST.DOC
>MONST.TOS
MOUNT.ARC
>MOUNT.PRG
MOUSE.ARC
>MOUSE.PRG
MUSHROOM.ARC
>MUSHROOM.TOS
NEWFONT.ARC
>8W_FONT.TTP
>MACFONT.FED
NOVERIFY.ARC
>NOVERIFY.PRG
OSSFRMAT.ARC
>OSSFRMAT.PRG
PDTERM8.ARC
>STERM.SRC
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>TERM.SRC
>TERMINAL.TOS
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>DISPHELP.PAS
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>DISPLAYT.PAS
>DOCOMPUS.PAS
>DOSCDUMP.PAS
>DOSJUMP.PAS
>DOXMODD1.PAS
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>DOXMODU1.PAS
>DOXMODU2.PAS
>DUPL.PAS
>EDITALIN.PAS
>ERRORHAN.PAS
>EXEC.PAS
>EXECUTEC.PAS
>FASTCHN8.PAS
PM2TS.ARC
>PM2TS.PAS
>PM2TS.PRG
PM8RLB.ARC
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>COMPUTER.SHP
>FLAG8.SDR
>FLAGS.SHP
>MILITARY.SDR
>MILITARY.SHP
>PDCUSTOM.SDR
>PDCUSTOM.SHP
>PMGRLB.DOC
>P8F2PM.BAS
>SHOPTL.BIN
>SYMBOLS.SDR
>SYMBOLS.SHP
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>8ORDERS.ARC
>8ORDERS1.ARC
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PRINTDIR.ARC
>PRINTDIR.PRG
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PRINTSPL.ARC
>PRINTSPL.TOS
PROWRTR.ARC
>INSTALL.ACC
>PROWTR.PRT
>XYZZX.DAT
PRTINST.ARC
>PRTINST.PRG
PRTSRC.ARC
>LQ800.PRT
>PRTINST.PRG
>PRTINST.S
>README
QFRMAT.ARC
>QFRMAT.PRG
QUIKLABL.ARC
>QUIKLABL.PAS
>QUIKLABL.PRG
RAMDISK8.ARC
>RAM.DOC
>RAMJ60.PRG
>RAM512.PRG
>RAMD97.DOC
>RAMD97.PRG
>RAMDLD.DOC
>RAMDSK.DOC
>RAMDSK97.PRG
>RMDSK1.DOC
RAMLOAD.ARC
>RAMDLD.DOC
>RAMDLD.PRG
RDCV2.ARC
>RDCV2.TOS
>RDCV2.TXT
SAVEPIC.ARC
>DEGASAVE.DOC
>DEGASAVE.TOS
SCICALC.ARC
>CALC.ACC
>CALC.RSC
SCNSAVR.ARC
>SCNSAVE.DOC
>SCNSAVE.PRG
SCRNCH.ARC
>SCRNCH.PRG
SCSI_SUP.ARC
>ALLCONT1.PI2
>ALLCONT1.PI3
>ALLCONT2.PI2
>ALLCONT2.PI3
>CONTROL.PI2
>CONTROL.PI3
>SCSI.TXT
SECED.ARC
>SECED.DOC
>SECED.PRG
SET2MED.ARC
>SET2MED.PRG
>SET2MED.SRC
SETTIM.ARC
>SETTIM.PRG
SHUTDOWN.ARC
>SHUTDOWN.PRG
>SHUTDOWN.S
SIEVE.ARC
>SIEVE.PRG
>SIEVE.S
SIXMS.ARC
>SIXMS.PRG
SPOOL33K.ARC
>SPOOL33K.PRG
ST800.ARC
>ST800.DOC
>ST800ONOS.PRG
>ST800SCR.PRG
STARNET.ARC
>CONFIG.TOS
>LOGOFF.TXT
>LOGON.TXT
>MENU1.TXT
>MENU2.TXT
>MENU3.TXT
>MENU4.TXT
>MENU5.TXT
>MENU6.TXT
>MENU7.TXT
>MENU8.TXT
>MODEMCOM.TXT
>M8H.PRG
>STAR.CON
>STARNET.DOC
>STARV10.TTP
>USER.DAT
>USER.VER
>USERCONV.TOS
>WELCOME.TXT
STDLDOC.ARC
>DOC8.ARC
>HELPFILE.ARC
>NOTE.ARC
STEDIT.ARC
>STEDT.DOC
>STEDT.PRG
STRART.ARC
>STRART.PRG
TIMEDAY.ARC
>TIMEDAY.PRG
TPRINT.ARC

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ATARIWRITER PLUS PRINTER DRIVERS

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	PRO-WRITER	NEC 8023	SG-10	PANASONIC KX-P1080	SMITH-COR D-100	EPSON FX-80	EPSON RX-80	LEGEND 1080	BMC-BX80	NX-10	MANN-TALLY CTI EPS, MX-80
Init. every line	Blank	*	*	*	*	*	*	*	*	*	27 85 0
Line Feed & C/R	155	*	*	*	*	*	10	*	*	13	141
Underline OFF	27 89	*	27 45 0	*	*	*	*	*	*	*	*
Underline ON	27 88	*	27 45 1	*	*	*	*	*	*	*	*
Backspace	8	*	*	*	*	*	*	*	*	*	*
Elongate OFF	15	*	27 87 0	*	*	*	*	*	*	*	*
Elongate ON	14	*	27 87 1	*	*	*	*	*	*	*	*
Bold OFF	27 34	*	27 70	*	*	*	27 72 27 70	27 72	*	27 70	27 72
Bold ON	27 33	*	27 69	*	*	*	27 71 27 69	27 71	*	27 69	27 71
UP 1/2 line (Super)	-	-	-	-	-	-	-	-	-	27 106 18	27 83 0
Down 1/2 line (Sub)	-	-	-	-	-	-	-	-	-	27 74 18	27 83 1
Down 1/2 line & C/R	-	-	-	-	-	-	-	-	-	27 74 18 13	-
Return W/O LF	13	155	*	*	*	*	-	13	*	-	141
Fonts (1 - 9):											
Pica	27 78	*	27 84 27 53 27 72 27 66 1	27 80	*	*	27 64	27 80	27 64	27 80	27 64
Elite	27 69	-	27 66 2	27 77	*	*	*	*	-	27 77	-
Compressed ON	27 81	*	27 66 3	15	*	*	*	27 33 4	15	27 15	27 69
Compressed OFF	-	-	-	18	*	*	-	-	146	18	-
Proportional ON	27 80	27 69	27 112 1	-	27 112 1	-	-	-	-	-	-
Proportional OFF	-	-	-	-	27 112 0	-	-	-	-	-	-
Italics ON	-	-	27 52	*	*	*	*	27 82 19	27 52	*	*
Italics OFF	-	-	-	27 53	*	*	*	-	27 53	*	-
Near Letter Quality ON	-	-	27 66 4	-	-	-	-	-	-	27 120 1	-
Near Letter Quality OFF	-	-	-	-	-	-	-	-	-	27 120 0	-
Superscripts ON	-	-	27 83 0	*	-	27 83 0	*	-	-	-	-
Subscripts ON	-	-	27 83 1	*	-	27 83 1	*	-	-	-	-
Scripts OFF	-	-	27 84	*	-	27 84	*	-	-	-	-
Underline ON	27 88	*	27 45 1	*	*	*	*	*	*	*	*
Underline OFF	27 89	*	27 45 0	*	*	*	*	*	*	*	*
Double Strike	-	-	27 71	-	-	-	-	-	-	-	27 71
Reset to Default	-	-	-	-	-	-	-	27 64	-	-	-
Normal C.S.Select	-	-	-	-	-	-	-	27 82 10	-	-	-

The above is a compilation of Printer Drivers for the Atariwriter+, published in various ATARI CLUB Newsletters during the last few months. Many thanks to:

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Randy McSorley, PACUB - NEC 8023.
Bill Zinn, ABACUS - SG-10.
Greg Porter, PACUS - Panasonic KX-P1080, SMITH-COR D-100M and Epson FX-80
Terry Watkins, HACKS - Epson RX-80.
Tom Neitzel, S*P*A*C*E - NX-10 (Dip Switch 1-8 should be OFF).
Marty Stickle, JACG - Mannesmann Tally, CTI, and Epson MX-80.

The Pittsburgh Atari Computer Enthusiasts (P.A.C.E.) is the largest Atari Users Group in the Pittsburgh area and was founded in August, 1981 to help Atari computer users. P.A.C.E., a non-profit organization, has members in and around the greater Pittsburgh area and all over the country.

We meet once every month at the Green Tree Marriott Hotel, usually on the second Monday of the month, at 7:00 p.m. At the meetings we discuss subjects ranging from new products being introduced to new uses for old products. Members are encouraged to raise any problems they may be having (to which solutions are often found!), and to inform the others of any new discovery they may have made. The meetings are often lively and entertaining as well as educational. Typically, the presentations and demonstrations at the monthly meetings are provided by our members willing to share their experiences, however, sometimes we have representatives from companies that provide products and services applicable to the Atari Computer.

In addition to the regular monthly meeting the ST Special Interest Group (ST SIG) meets monthly to exchange information, ideas and public domain software specifically relating to the new Atari 520ST and 1040ST computers. P.A.C.E. periodically holds classes on various subjects ranging from language tutorials to assistance in the operation of various pieces of Atari related hardware and software. In addition, when we identify products of interest to many of our members we may negotiate a group purchase to pass on the lower cost to our members.

In addition to monthly meetings at the Green Tree Marriott, P.A.C.E. also sends out monthly newsletters to its members, other users groups across the country, and various magazines and manufacturers of Atari-compatible software and hardware. These newsletters contain news, reviews, and help with problems our members are having. Keeping PACE is considered to be one of the better newsletters in the national users group community.

We also maintain, on a 24 hour a day basis, an electronic Bulletin Board System (BBS) open to all. This Bulletin Board is accessable to 300 or 1200 baud modems, at 412-963-1355. In addition to up-to-date "Bulletins", the P.A.C.E. BBS also has user to user messages and a large selection of Public Domain software developed by our members and those of other user groups for the Atari computers.

The programs available on the BBS are just part of the Library of public programs the club has. Numbered (conservatively) at over 1000 different programs, this library contains games, word processors, communications programs, and various utilities and documentation files. Availaable to members at the meetings for a nominal fee, this software has helped many members since these programs range from small, simple utilities to full power programs that rival commercial software in their abilities, but not their cost.

We invite you to learn more about us. Feel free to drop by one of our meetings. If you would like further information about the club, or a complimentary newsletter, you can call our Bulletin Board and leave a message or write to P.A.C.E. at the following address:

Keeping PACE/P.A.C.E. (C) PACE 1986

ADDRESS ALL CORRESPONDENCE TO : PACE - P.O. Box 13435 - Pittsburgh, PA 15243

P.A.C.E. Membership Application: $20.00 fee enclosed

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(last) (first) (initial)

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Computer:_____8-Bit_____ or 16-Bit_____

Primary Interest:_____

Suggestions:_____

I can help with..._____

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PIRACY WILL NOT BE TOLERATED at the group meetings nor any gathering of P.A.C.E. or on the P.A.C.E. Bulletin Board.

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